

CHARACTER PROGRESSION v1.2

Overview

This alternative Character Progression rule set is a modified version as presented in Book 4, attempting to 'amp up' progression for one or two day events. In book 4, simply surviving or winning games allowed you to gain advancements. We wanted to make progression more epic, rewarding epic feats of arms and destruction. Although you could easily roll this out for all Independent Characters or HQ choices, this ruleset has been produced with just your warlord in mind. Increasing the scope for RPG style play.

After Each Game: Roll for Warlord Injuries > Tally XP and purchase advancements

The Character/Game Sheet

A special Character/Game Sheet will be provided to players. On this sheet you should fill in the stat block, and special rules and equipment, and you will have space for stat upgrades and new skills and rules. This sheet will also allow you to track XP your Warlord has gained during games.

Gaining XP

To track your Warlords development we've introduced the following Experience Points (XP) system. During games you must tally up XP point as you perform any of the following feats, (when a feat says 'kill' this means strike an instant death blow, remove the **last** wound or hull point, or produce a vehicle destroyed result. For example sweeping a unit with a character in it, does not count):

- | | |
|--|-----------|
| • Kill an enemy Character | 1 xp |
| • Kill an enemy Independent Character (non Warlord) | 2 xp |
| • Kill an enemy Warlord | 1 + D3 xp |
| • Kill an enemy Walker or Monstrous Creature | 4 xp |
| • Kill an enemy Vehicle or Fortification | 4 xp |
| • Kill an enemy Superheavy Vehicle or Walker | 5 xp |
| • Explore a Point of Interest | 1 xp |
| • Solo an enemy Squad (this includes breaking and running down a unit) | 3 xp |
| • Lone Survivor – Be the last model alive, and win the game. | 5 xp |

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Warlord Injury Table

To represent setbacks during the campaign, if your Warlord is removed as a casualty in the game, after the game, before purchasing advancements as above, you must first roll on the Warlord Injury Table. There are no 'Fatal' results, imagine your character as more of an 80s Action Movie hero, getting the shit kicked out of them but always pulling through.

Warlord Injury Table D6:

1-3 Smashed Unconscious

Your Warlord is knocked down and removed from the battle, after repairs to their armour and rest they may return to combat.

Lose D3 XP from your gained total from this game.

4 Chest Wound

Several redundant organs or systems are damaged and will require substantial rebuild. Your Warlord returns to combat at a disadvantage.

The Warlord have -1 Toughness (to a minimum of 1) for the rest of the event.

5 Limb Wound

Your Warlord has suffered severe damage maybe even amputation, of a limb. They will require prosthetic replacement however they will be at a disadvantage.

The Warlord will have -1 Strength (to a minimum of 1) for the rest of the event.

6 Coma

Your Warlord is in a coma for several days, suffering from haunting nightmares as a medical team work round the clock to repair physical damage.

Your Warlord loses ALL XP gained during the battle, and also will have -1 Leadership (to a minimum of 1) for the rest of the event.

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Purchasing Advancements

After each game with your opponent, you should work out your XP and then purchase your advancement rolls. The tables are attached at the end of this document, advancements can be purchased as below:

- Stat Increase Roll 4 xp
- Command Advance Table 2 xp
- Morale 3 xp
- Movement 4 xp
- Melee 5 xp

CHARACTERISTICS INCREASE TABLE

D6 Advance

1-3 Roll again: 1-2 +1 WS, 3-4 +1 BS, 5-6 +1 A

4-5 Roll again: 1-2 +1 Ld, 3-4 +1 I, 5-6 +1 W

6 Roll again: 1-3 +1 T, 4-6 +1 S

Maximum Characteristics Advances

This system makes it possible for Campaign Characters to become the most skilled of fighters, mighty in strength and indomitable in will. Even the Legiones Astartes have limits, however, and so the table below provides the maximum by which any Campaign Character may be improved using this system. Remember, models of the 'Unique' type may not take any advances at all – see page 215 for eligible Campaign Character types.

	WS	BS	S	T	W	I	A	Ld
Legiones Astartes	7	5	5	5	3	6	4	10
Mechanicum	5	5	5	6	3	4	3	10
Solar Auxilia	5	5	4	4	3	5	3	10
Other	4	5	4	3	3	4	3	10

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COMMAND ADVANCES TABLE

D6 Result

- 1 **Flank March:** So long as the character is on the table at the start of the controlling player's player turn, all units in the same detachment may re-roll the dice roll to determine which table edge they enter from when using the Outflank special rule.
- 2 **Rapid Assault:** The controlling player may re-roll Seize the Initiative rolls in games in which this is relevant.
- 3 **Coordinated Reserves:** All units in the character's detachment entering play from Reserves add +1 to their Reserves rolls.
- 4 **Night-stalker:** If the Night Fighting rule is in effect in game turn one, roll a D6 at the beginning of game turn two. On a 5+, Night Fighting continues in game turn two. If it is in effect in game turn two, roll again at the beginning of game turn three. On a 6+, it continues for one more game turn.
- 5 **Ever Onwards!** Having made a Difficult Terrain test or a Run roll for the character, should the controlling player wish then all subsequent Difficult Terrain tests or Run rolls made by units in the character's detachment in that player turn may use the same result. If used, all eligible units must use the result and it may not be modified in any way.
- 6 **Coordinated Strike:** So long as the character is on the table at the start of the controlling player's player turn, Deep Striking units which are in the character's detachment may re-roll the Scatter dice.

MORALE ADVANCES TABLE

D6 Result

- 1 **Rallying Cry:** Once per game, at the start of any turn in which the character is on the table, all units in the character's detachment that are falling back automatically regroup. Instead of making the normal 3" Regroup move, they may move, shoot, charge, etc, normally.
- 2 **Overrun:** The character and their unit add +1 to their Initiative characteristic when rolling off in a Sweeping Advance having won a close combat.
- 3 **Leap Back:** The character and their unit add +1 to their Initiative characteristic when rolling off in a Sweeping Advance having lost a close combat.
- 4 **Hungry for Victory:** The character and their unit roll 2D6* to determine how far they move when Consolidating.
- 5 **Here I Stand:** The character and their unit add +1 to the result of any Leadership test taken in their own deployment zone.
- 6 **Enemy Ground:** The character and their unit add +1 to the result of any Leadership test taken in the opposing player's deployment zone.

MELEE ADVANCES TABLE

D6 Result

- 1 **Ferocious Escalade:** The character and their unit cause Fear when charging enemies that are occupying battlements and defence lines. If they already cause Fear, the enemy must take their Leadership test on 2D6, discarding the lowest dice.
- 2 **Master of Blades:** The character and their unit add +1 to their Weapon Skill characteristic in the phase they charge.
- 3 **Unseen Strike:** The character and their unit add +1 to their Initiative characteristic in the phase they charge.
- 4 **Headman:** Once per game, declared at the start of the Fight sub-phase, all of the character's melee attacks cause Instant Death for that phase only.
- 5 **Heroic Sacrifice:** When fighting in a challenge that the character themselves issued, excess wounds inflicted by the enemy character are not carried over to the character's unit and are not counted towards combat results.
- 6 **Preternatural Reactions:** When firing using the Overwatch rule, the character may make an Initiative test. If the test is passed, the character's Overwatch fire, as well as that of their unit, is resolved at their normal Ballistic Skill. If the test is failed, the Overwatch fire is conducted as Snap Shots as normal. If playing a Zone Mortalis game, if an Initiative test to make Reaction Fire is passed, the unit's weapons gain the Twin-linked special rule.

MOVEMENT ADVANCES TABLE

D6 Result

- 1 **Ruin-strider:** The character and their unit do not have to take Difficult Terrain tests when moving through ruins of any type.
- 2 **Ruin-shield:** The character and their unit add +1 to their cover save when inside ruins of any type.
- 3 **Glade-strider:** The character and their unit do not have to take Difficult Terrain tests when moving through woods, jungles or any similar terrain type.
- 4 **Glade-shield:** The character and their unit add +1 to their cover save when they are inside woods, jungles or any similar terrain type.*
- 5 **War-shield:** The character and their unit add +1 to any cover save derived from Battlefield Debris.*
- 6 **Field-sense:** The character and all models in their unit re-roll failed Dangerous Terrain tests.*

*Cumulative with Stealth and Shrouded, Gone to Ground, etc, up to a maximum of 2+.